

**GAME BOY ADVANCE**

AGB-BENE-USA

TM

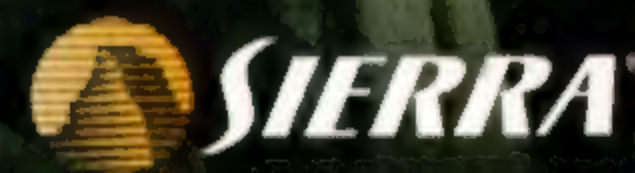
# erongor

GIL'E AD

DESER



**INSTRUCTION BOOKLET**





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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# eragon™

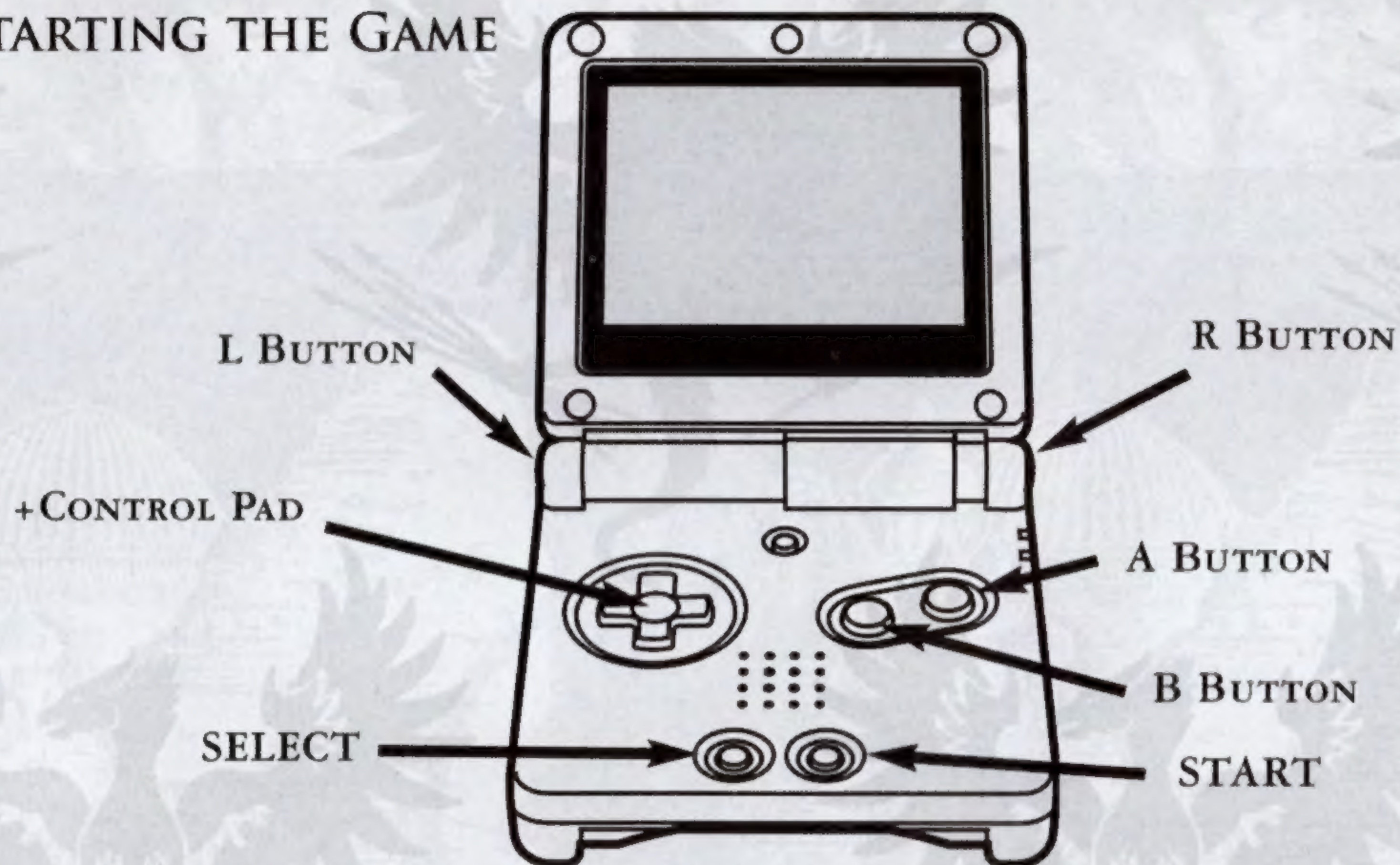
## TABLE OF CONTENTS

STARTING THE GAME.....	2
CONTROLS.....	3
INTRODUCTION.....	4
GETTING STARTED .....	4
OPTION MENU .....	5
PLAYING THE GAME.....	6-8
PAUSE MENU.....	9
PARTY MENU .....	10
EQUIPMENT MENU .....	11
FOCUS MENU .....	12
CRAFTING .....	12-13
CUSTOMER SUPPORT .....	14
CREDITS .....	15
LICENSE AGREEMENT .....	16

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## STARTING THE GAME



### *Menu Controls*

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Start Game/Pause/Return to Game  
Highlight Menu Selection  
Confirm Selection  
Return to previous screen

START  
+Control Pad  
A Button  
B Button










# CONTROLS

## CONTROLS – DUNGEON / OVERWORLD

	<i>+Control Pad</i> - Move Eragon / Arya in eight directions on the playfield
	<i>A Button</i> - Interact / Talk. Interact with objects and people
	<i>B Button</i> - Hold down to run
	<i>L Button</i> - Not used
	<i>R Button</i> - Pauses the game and displays the menu screen
	<i>START</i> - Pauses the game and displays the menu screen
	<i>SELECT</i> - Mind Link with Saphira (when available)

## CONTROLS – COMBAT MODE / MENUS

	<i>+Control Pad</i> - Scroll through character and menu selection
<b>USE THE A AND B BUTTONS TO CHAIN ATTACKS AND UNLEASH SPECIAL MOVES</b>	
	<i>A Button</i> - Light Attack / Dodge / Choose menu selection
	<i>B Button</i> - Heavy Attack / Block / Back out of menu selection
	<i>L Button</i> - Not used
	<i>R Button</i> - Bring up Combat Menu selection
	<i>START</i> - Bring up Combat Menu selection
	<i>SELECT</i> - Not used



# INTRODUCTION

The fate of a young, unsuspecting farm boy changes forever when he discovers a dragon egg in the deep forests of the Spine Mountains. When the dragon Saphira hatches, their destinies unite. Eragon is thrust into a new and dangerous world where enemies lurk at every turn, intent on destroying him before he can take hold of his legacy. Lead Eragon and Saphira down the path of destiny. Help Eragon become...a **DRAGON RIDER.**

## GETTING STARTED

### TITLE SCREEN

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Insert the *Eragon* Game Pak into the Game Boy® Advance and turn on the system. Press START on the Title Screen to begin the game.

### MAIN MENU SCREEN

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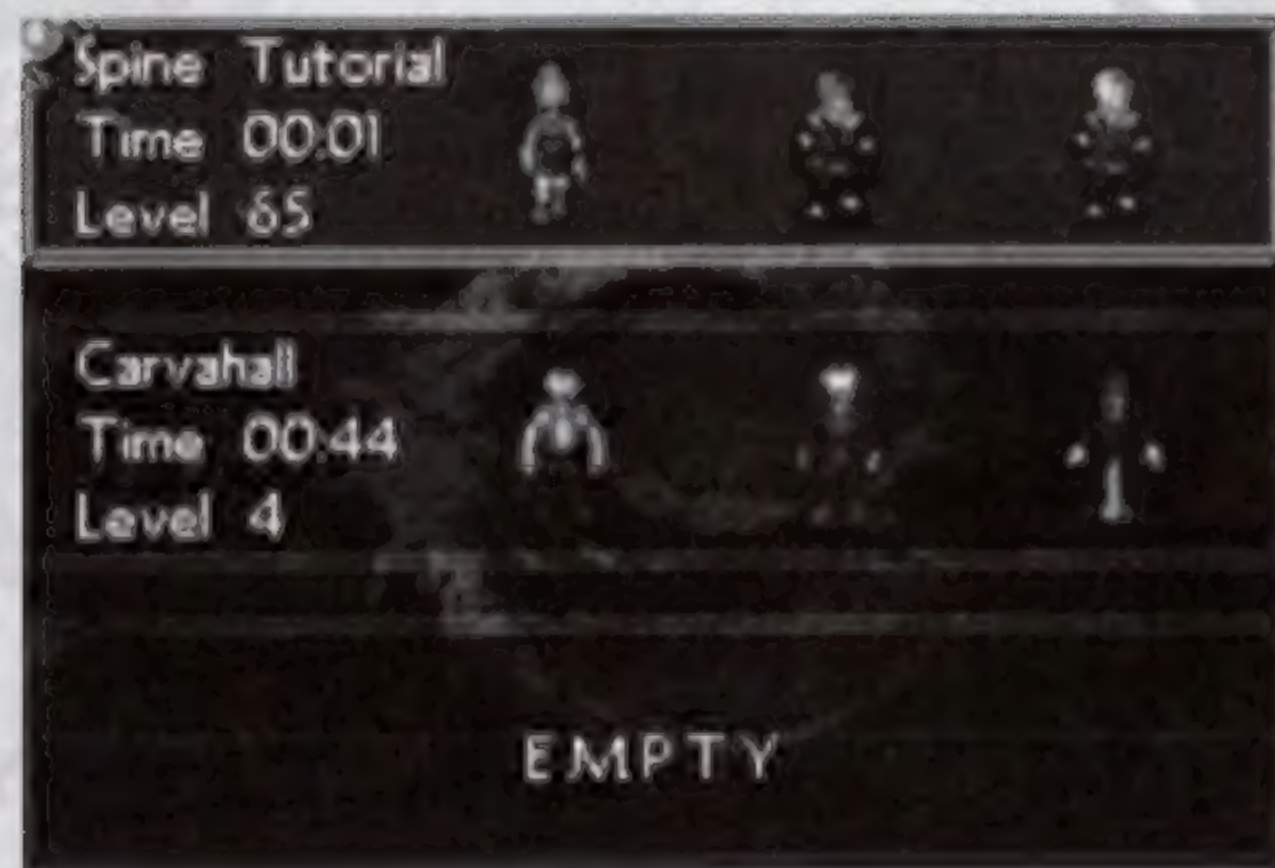
To select one of these options, press Up or Down on the +Control Pad and press the A Button:

**NEW GAME:** Start a NEW GAME

**CONTINUE:** Choose a previously SAVED GAME to play

**OPTIONS:** Go to the OPTIONS menu





#### TO CONTINUE A PREVIOUSLY SAVED GAME:

1. Use the +Control Pad to highlight the slot of a previously saved game.
2. Press the A Button to select your previous game.

## OPTION MENU

#### TO ADJUST GAME OPTIONS

1. To adjust the music volume, highlight the Music Volume option by using the +Control Pad. Once highlighted, press the L Button to decrease the music's volume or the R Button to increase the volume.
2. To adjust the sound effect volume, highlight the SFX Volume option by using the +Control Pad. Once highlighted, press the L Button to decrease the music's volume or the R Button to increase the volume. The slider will adjust accordingly.
3. To adjust the screen brightness, highlight the Gamma option by using the +Control Pad. Once highlighted, press the A Button to toggle between Normal and Bright settings.
4. To return to the Main Menu, press the B Button.



# PLAYING THE GAME

## COMBAT MODE

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Running into an enemy in the *Overworld* will bring up *Combat Mode*. Party members' health meters appear at the top of the screen. When a character's turn comes up, they step forward ready to attack. Use the +*Control Pad* to select an enemy target and press the *A Button* or *B Button* to initiate *Melee* or *Ranged Combat*, or press the *R Button* to bring up the *Combat Menu*.



## ATTACK (MELEE AND RANGED COMBAT)

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- The "*Time Unit*" system allows party members to attack multiple times every round and chain attacks together into devastating special attacks. Characters can earn additional time units as they progress through the game.
- After selecting an enemy target, the moment either the A or B Button is pressed, the character's Time Units appear at the top of the screen. Once the *Time Units* are filled with Light (*A Button*) and Heavy (*B Button*) Attacks, the character will execute the series of attacks. Certain combinations of Light and Heavy attacks will unleash Special Attacks.
- Each character has a melee or ranged weapon type specific to that character. As the characters level up, they learn special attacks unique to those weapons.



- The enemies are positioned in ranks. Melee weapons can only hit the front rank, but many characters can choose to use a bow that will allow them to hit either the front or the back rank. Players can customize their combat style and develop new tactics.



## MAGIC COMBAT

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- For characters that can use magic, choose Magic from the Combat Menu, then select an enemy or ally target with the +Control Pad to bring up the Radial Magic Menu. Choosing an enemy target will bring up attack spells only, while choosing an ally target will bring up support spells only.
- The Radial Magic Menu allows for quick navigation of the variety of available spells. After selecting a target and pressing the A Button, hold the +Control Pad in the direction of the desired class of spell and press the A Button to select. This will bring up the Magic Strength Meter. Press the A Button to release the spell at the desired Magic Strength.
- The Magic Strength Meter makes it challenging to cast a spell at a specific power level until the character is an experienced magic user.
- Health is directly tied to the spell's strength; the more health that is used to cast the spell, the greater effect the spell has. Conversely, the greater strength of the spell, the more health is drained from the character.



## USE ITEM

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- To access an item, select Use Item and use the +Control Pad to select one of the party members. Then, press the A Button to bring up a menu and use the +Control Pad to select a consumable item. Press the A Button to use that item on the selected character.

## RETREAT

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- In some battles, the party can retreat from combat. However, there are certain encounters in which retreat is not an option.

## REST

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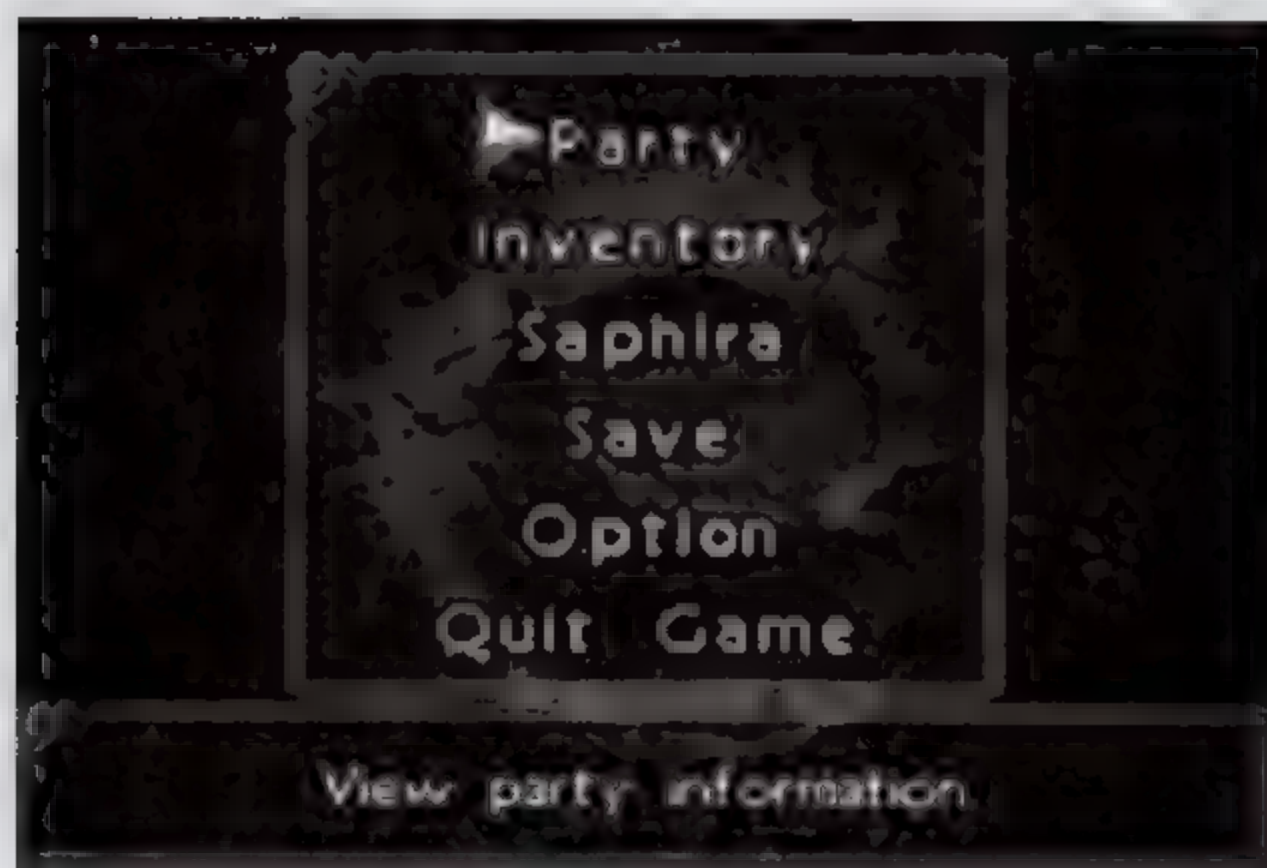
- The player can end a character's turn by choosing to rest. Resting will increase the player's defense for the next attack and regenerate some health.

## DEFENDING

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- During the enemy's turn, the player is not powerless. With good timing, the player can block or dodge incoming enemy attacks to reduce the amount of damage taken. Press the B Button at the moment of impact to block melee attacks. Press the A Button at the moment of impact to dodge ranged and magic attacks.





## PAUSE MENU

To select one of these options, press Up or Down on the +Control Pad and press the A Button. Use the B Button to return to the game.

*Party* — View party information

*Inventory* — View inventory information

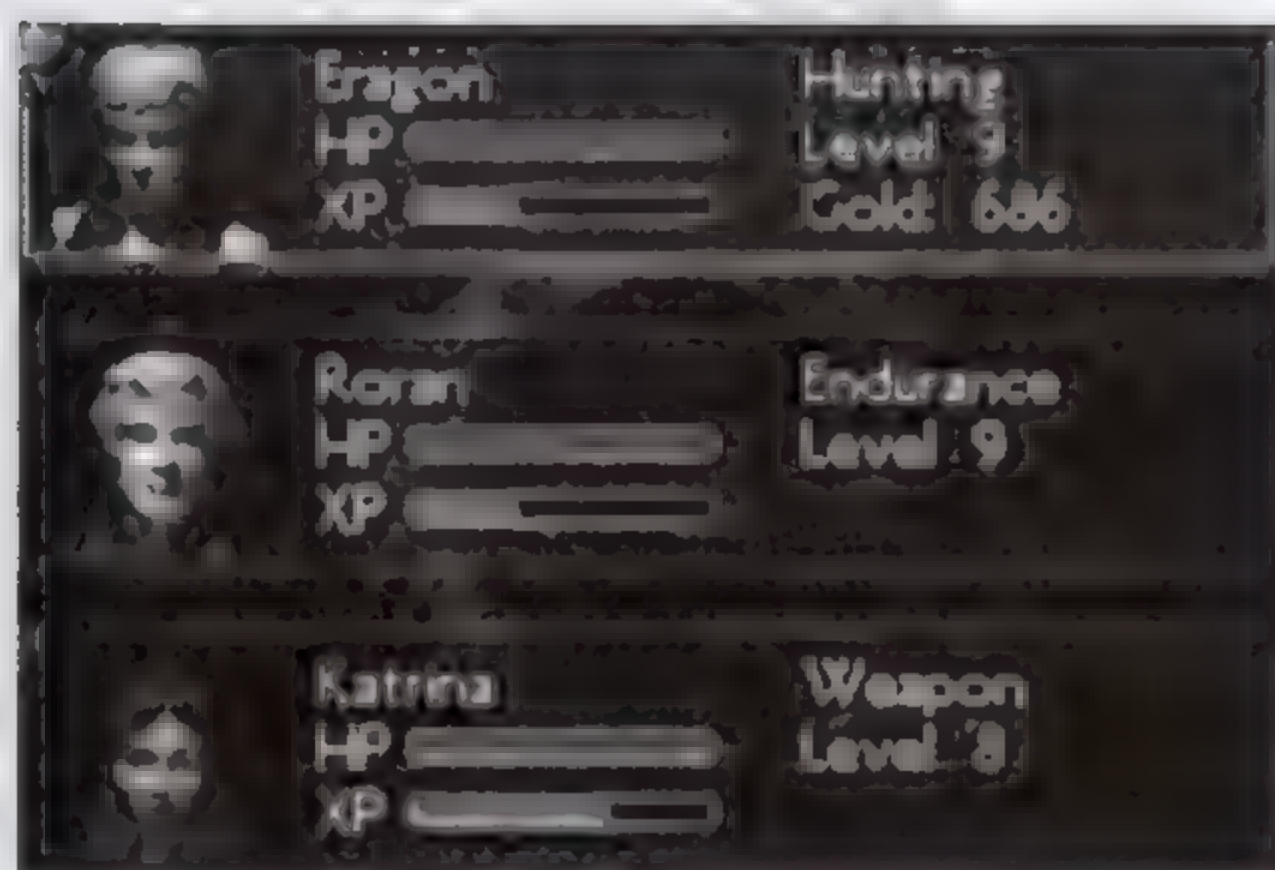
*Saphira* — Mind Link with Saphira (when available) to receive valuable info

*Save* — Save your game

*Option* — Change game options

*Quit Game* — Quit the game





## PARTY MENU

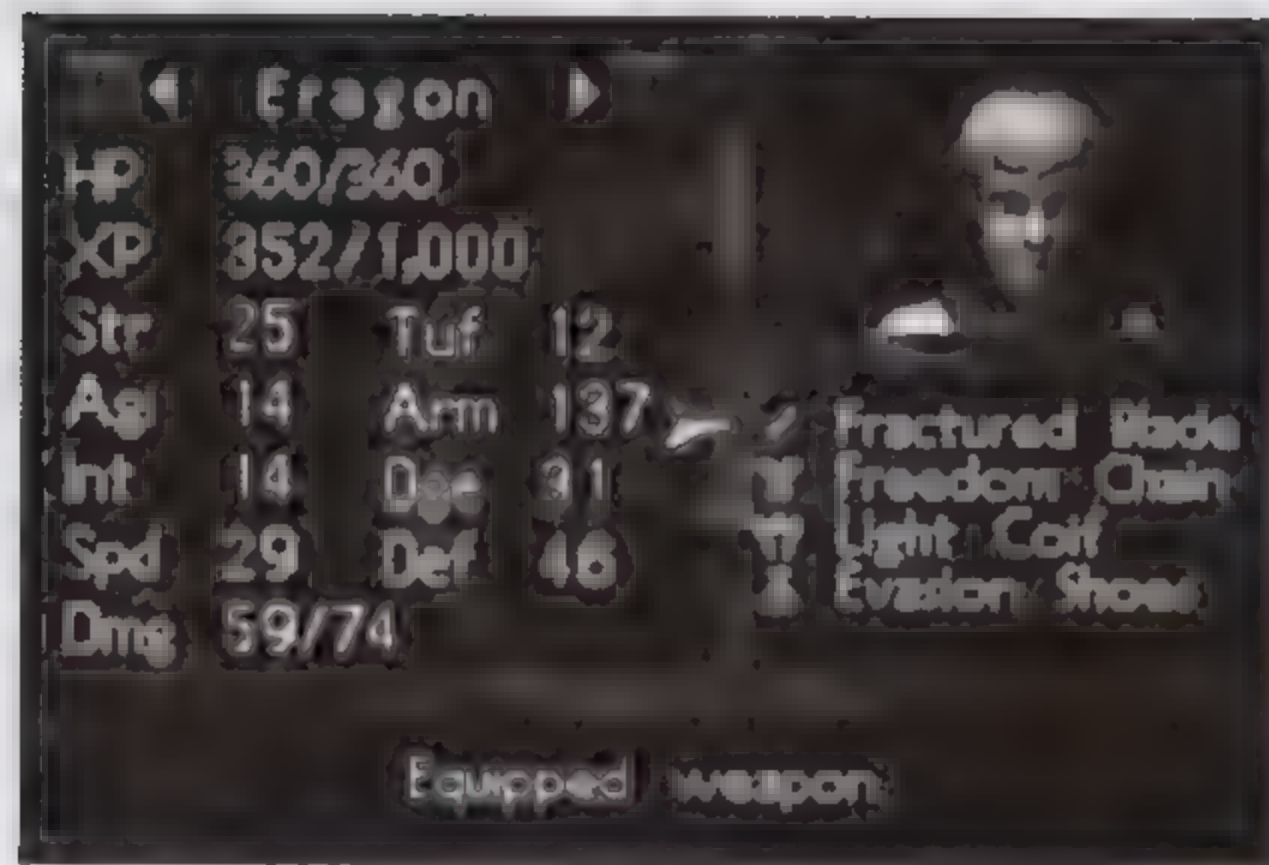
Press Up or Down on the +Control Pad and press the A Button to view info on one of these options.

*Equipment* — View party information

*Focus* — View and change the character's current focus levels and bonuses

*Abilities* — View character's Special Attack Combos and Learned Spells





## EQUIPMENT MENU

Use the +Control Pad and press the A Button to view the character's items that can be equipped as a weapon, armor, helmet or item. Press the L Button or R Button to scroll through the other party member's equipment menus. Also listed are the character's current attribute points. Equipping different items will alter the character's attribute points.

- **HP – Health Points** – The current and maximum HP
- **XP – Experience Points** – The current and total XP needed until the character levels up
- **Str – Strength** – Increases the damage the character does to enemies
- **Agi – Agility** – Increases the chance to make an enemy's attack miss and character's attack hit
- **Int – Intelligence** – Increases the power of cast spells and decreases damage taken from spells
- **Spd – Speed** – Increases the rate of a character's turn to attack and chance to flee
- **Tuf – Toughness** – Adds points to the character's maximum HP
- **Arm – Armor** – Decreases the amount of physical damage taken
- **Dge – Dodge** – Increases the reduction of damage after a successful dodge
- **Def – Defense** – Increases the reduction of damage after a successful block
- **Dmg – Damage** – Range of damage the character will yield





## FOCUS MENU

### FOCUSES

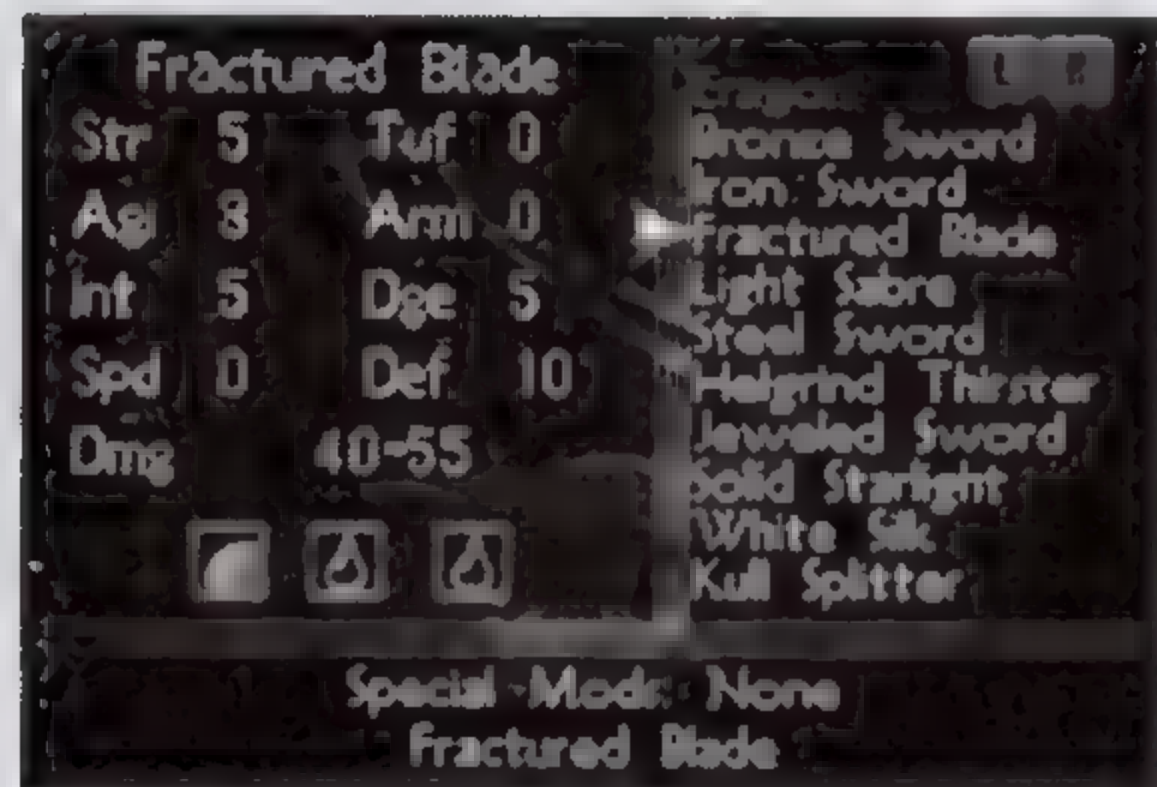
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- There are 5 paths that characters can take with their level progression. These paths are called Focuses. They are Magic, Herbal, Weapon, Endurance and Hunting. Each has a different impact on the character as they level up.
- Some characters cannot Focus on certain things. For example, Katrina cannot focus on Magic, and Roran cannot focus on Hunting. However, Eragon can focus on anything; the player can build Eragon's character any way they like.
- Every focus allows the player access to special areas within the maps or special encounters. This encourages the player who wants to find everything to level up and make a diverse party.
- Characters can change focus and begin to level up a new focus. Each focus can reach level 100. However, this takes a considerable amount of work.

## CRAFTING

By visiting a blacksmith, players can modify their weapons through sharpening and applying magical oils to the blade. Characters that are focused on Herbal skills can visit an Herbalist to craft potions from minerals, berries and leaves that they find while traveling the land.



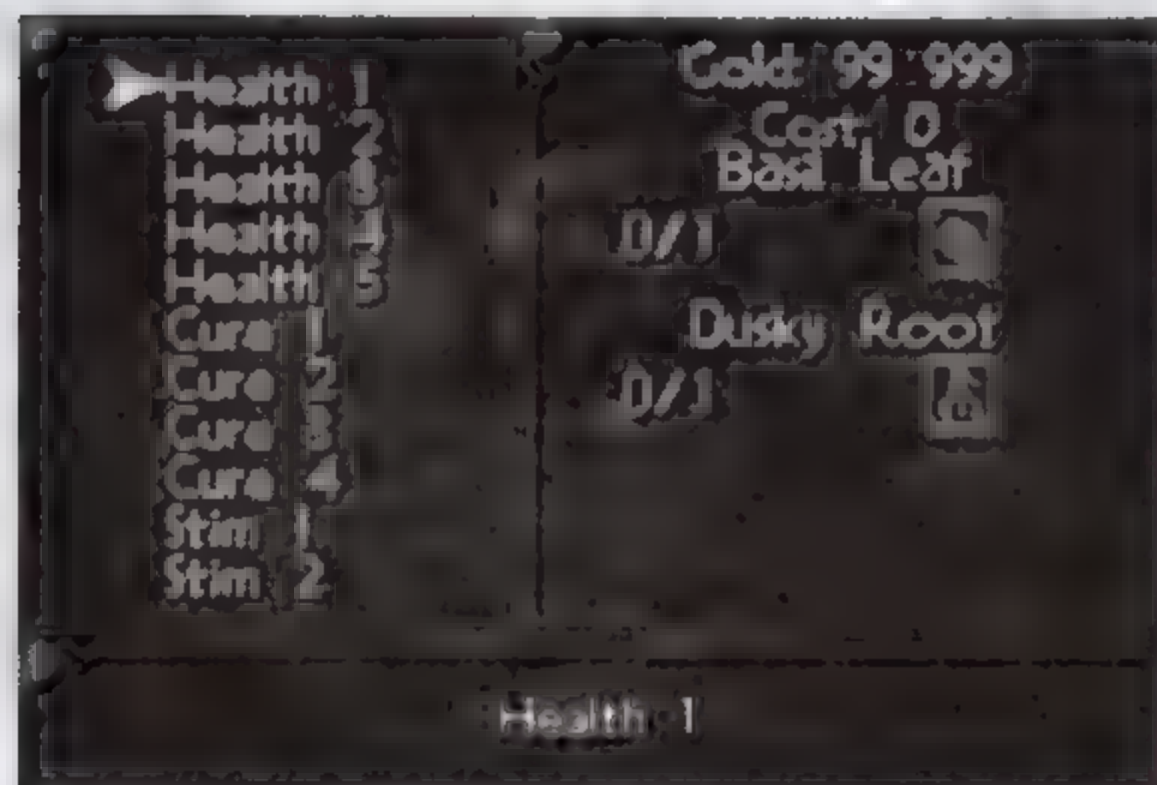


## MODIFYING WEAPONS

- The player finds oils and sharpening stones throughout the game that they can use to customize their weapons by changing the weapon's statistics. Certain oils can grant more defense, while some can give more speed or cause the blade to do more damage.

## CREATING POTIONS

- If the player has a character in their party with levels in the Herbal focus, they can find herbs on the maps and craft beneficial potions with them. In this way, an Herbal-focused character can act as a healer for the party, even though they do not have magic.
- By combining different herbs, the player can get potions that have different effects. This gives the player the ability to experiment and create their own potions with unique effects and a wide variety of possible results.



## RARE CRAFTING ITEMS

- The game is populated with many very rare crafting items that offer huge advantages when applied to a weapon or turned into a potion. These rare crafting items are the player's reward for exploring side quests.



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---

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